Waterfront Festival Park

Newport, Kentucky





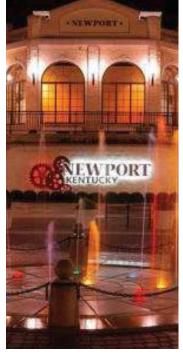












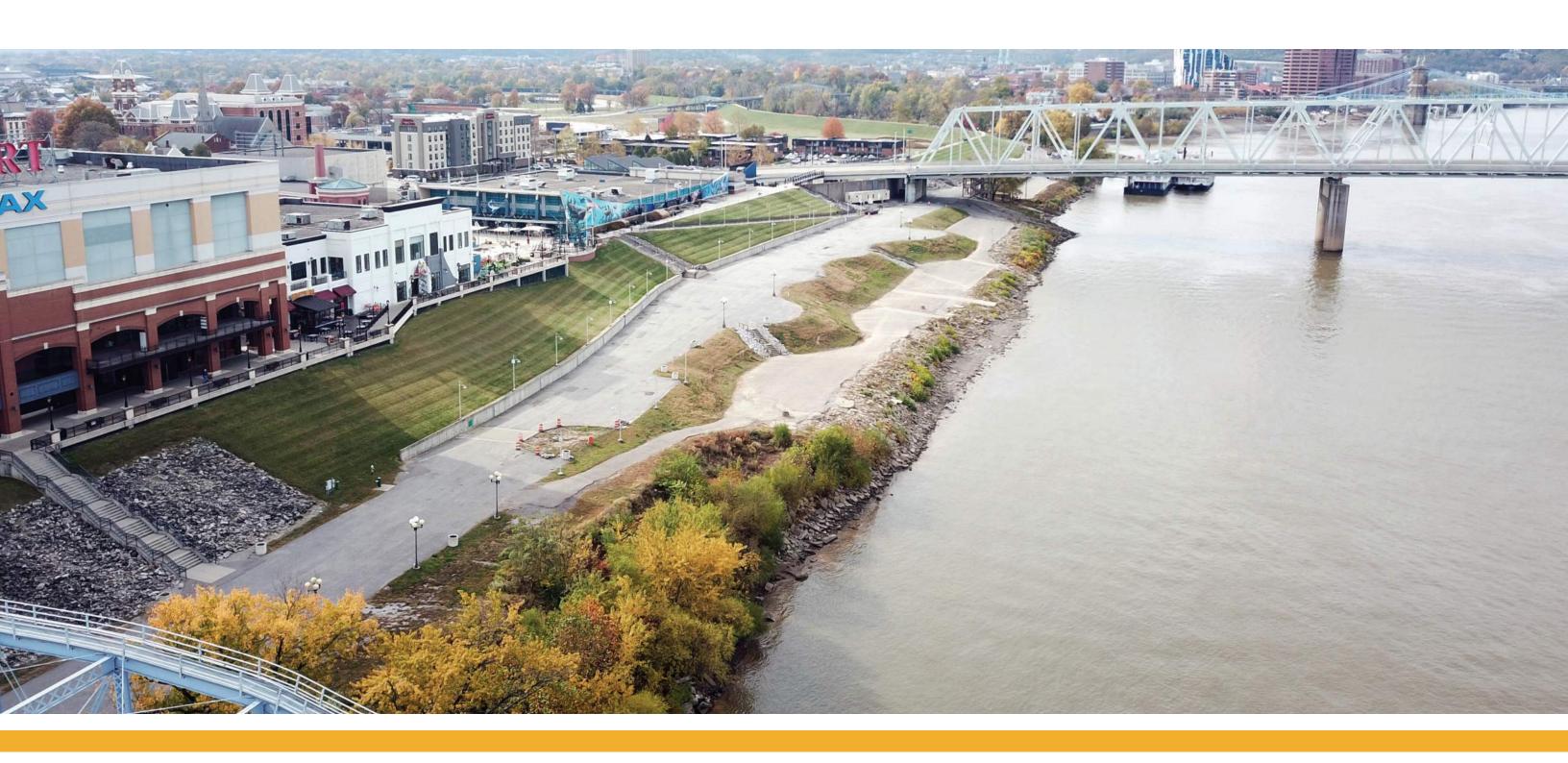




Newport, KY

04/22/2021 DRAFT

INVENTORY/ANALYSIS & PROGRAMMING



Newport Festival Park Field Trip

Jeffersonville Riverfront Park

Liked 80%

Disliked 20%

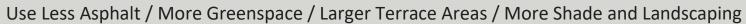
Program Elements Liked: Location and Access / Overlook / Amphitheater / Lawn Areas / Sculpture Approachable Water / Fundraising

Approach / Tiered Approach with Clean Edge along bank

Program Elements Disliked: Dock Area / Lack of Trees and Shade / Lighting / The Barge / Ramp Area

Use better Materials

Comments:

















Newport Festival Park Field Trip

Louisville Waterfront Park

Liked 100%

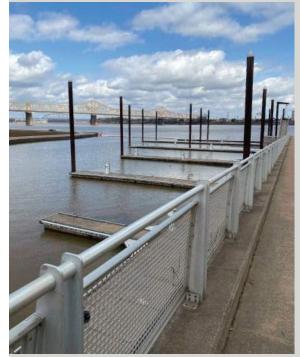
Program Elements Liked: Variety of Amenities and Spaces / Ease of Maintenance / Large Open Areas / Greenspace / Play Area and lawn

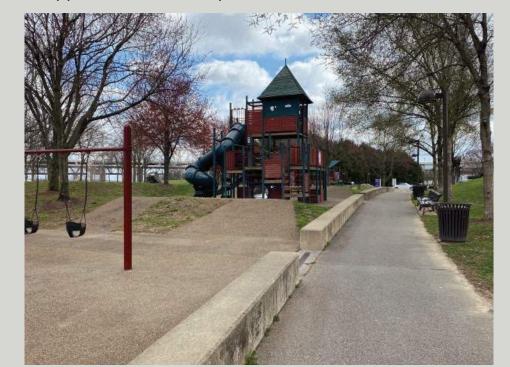
Restrooms / Activities for Families / Multi-Purpose Spaces / Art

Program Elements Disliked: Lack of Shade / The Boat Docks and Marina / Lack of Free Parking / Lack of Historical References

Comments: "Possibly it's relationship to Louisville and how it relates to Louisville's development through the years. History of it's past use appears to be lost and therefore less known over the years. The redevelopment of the riverfront

doesn't appear to honor the past."













Newport Festival Park Field Trip

Louisville Waterfront Park



Newport Festival Park Field Trip

Madison Riverfront Park

Liked 70%

Disliked 30%

Program Elements Liked: Variety of Seating Options / Restrooms / Community Support / Active / View of the River / Multi-Modal Aspect/

Golf Carts

Program Elements Disliked: Large Concrete Embankment – Ramp / Lack of Main Gathering Area / Narrow Walkways along Road and River /

The Regatta Structure

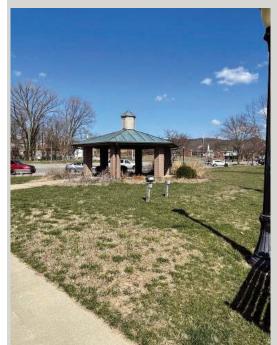
Comments: "Everything was sold, with people's names all over everything – it looked tacky and like it was built just to get

donations....."













Newport Festival Park Field Trip

Madison Waterfront Park



Programming Elements

Top PRELIMINARY PROGRAMMING ELEMENTS by Preference and Survey Response - IN ORDER OF PREFERENCE

- 1. Providing a Balance between activity spaces and landscape spaces (hardscape and softscape)
- 2. Stage Area
- 3. On Site Restrooms
- 4. Festival Vendor Area
- 5. Special Feature Lighting
- 6. Gateway Elements and Special Features
- 7. Public Art
- 8. Wayfinding and Signage
- 9. Overhead Pavilion
- 10. Community History
- 11. Fountain / Water Feature

Bottom PRELIMINARY PROGRAMMING ELEMENTS by Preference and Survey Response

Fishing Pier / Small Craft Launch Area and Ability to Dock Private Vessels.

KEYS FEATURES:

70 % PREFERRED A BLENDED CONDITION BETWEEN ACTIVITY AREAS / PAVEMENTS AND FESTIVAL AREAS – WITH SOFT AREAS FOR LAWN AND LANDSCAPING

80% EXPRESSED DESIRE FOR SHADE AND ADDITIONAL LANDSCAPING

90% EXPRESSED A DESIRE FOR AN ONSITE RESTROOM FACILITY

90 % EXPRESSED DESIRE FOR STAGE AREA FOR PERFORMACES

GENERAL COMMENTS:

I feel the 3 parks that we toured did not relate well to our riverfront as the floodwalls and developments were in most cases further away and they felt more open as a result. I liked the openness and the ability for people to drive along the river along with people walking running and just enjoying the day in the area.

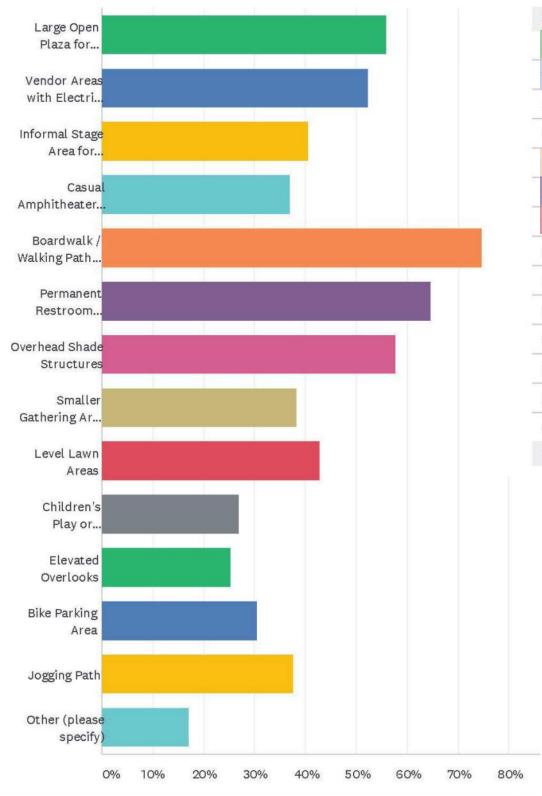
The one thing Newport does not have is a large open green space that is easy to get to. Imagine an event like Bunbury or Homecoming Festival on the Newport Riverfront. That happening once per year would have a bigger impact on our community than 200 of the small festivals we have now. We need to think big and build to last

I think Newport has a great opportunity to have a great waterfront. It should not be used for only festivals and should be a place people want to come to. The asphalt is the worst of the worst and needs landscaping. I would rather see all grass rather than asphalt.

This area will be part of our front door. The more beauty and usefulness that can be added, the better.

Programming Elements

Which of the following PROGRAM ELEMENTS are important to include in Festival Park?

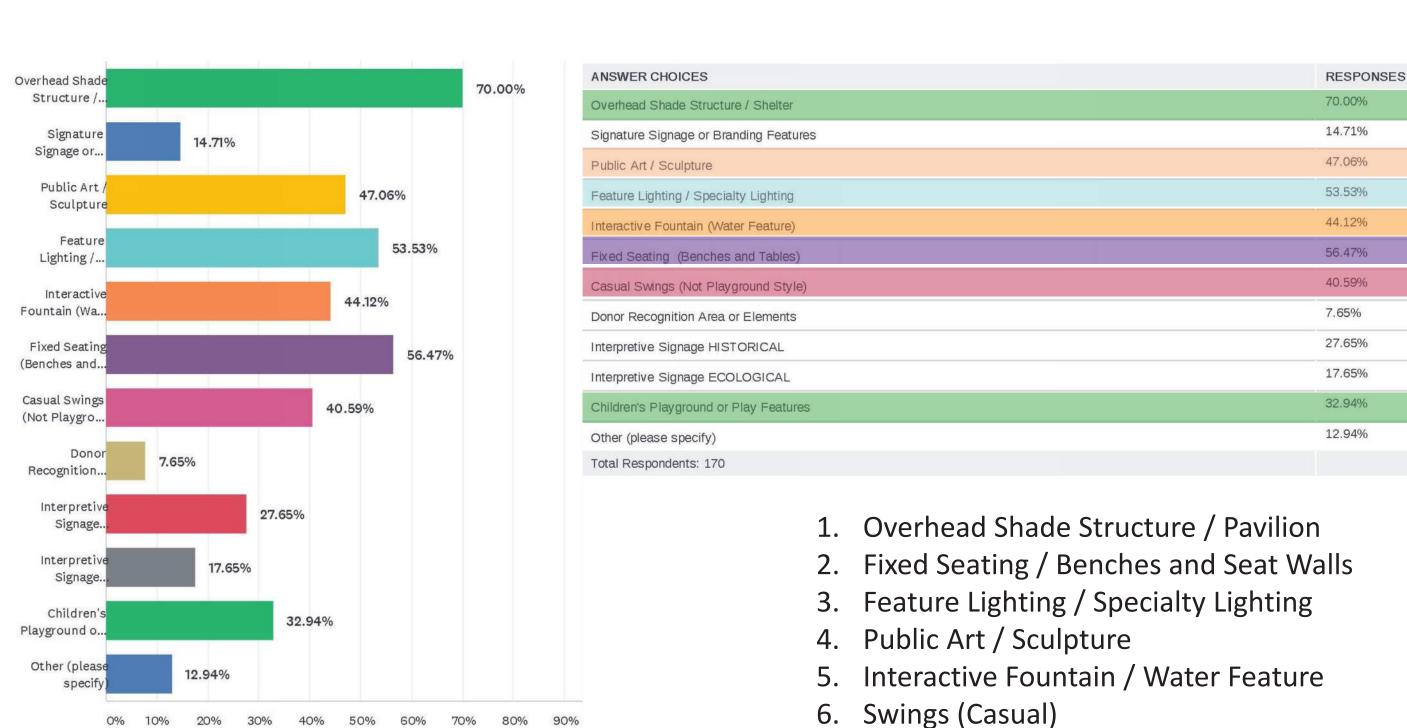


ANSWER CHOICES	RESPONSES	
Large Open Plaza for Gatherings	55.88%	95
Vendor Areas with Electrical Hookups	52.35%	89
Informal Stage Area for Performances	40.59%	69
Casual Amphitheater Style Seating	37.06%	63
Boardwalk / Walking Path along River Edge	74.71%	127
Permanent Restroom Facilities	64.71%	110
Overhead Shade Structures	57.65%	98
Smaller Gathering Areas (Families/Picnics/ Etc.	38.24%	65
Level Lawn Areas	42.94%	73
Children's Play or Exploration Area	27.06%	46
Elevated Overlooks	25.29%	43
Bike Parking Area	30.59%	52
Jogging Path	37.65%	64
Other (please specify)	17.06%	29
Total Respondents: 170		

- 1. Boardwalk / Walking Path Along River Edge
- 2. Permanent Restroom Facilities
- 3. Overhead Shade Structures
- 4. Large Open Plaza for Gatherings
- 5. Vendor Areas with Electrical for Festivals

Programming Elements

Which of the following PARK FEATURES are important to include in Festival Park?

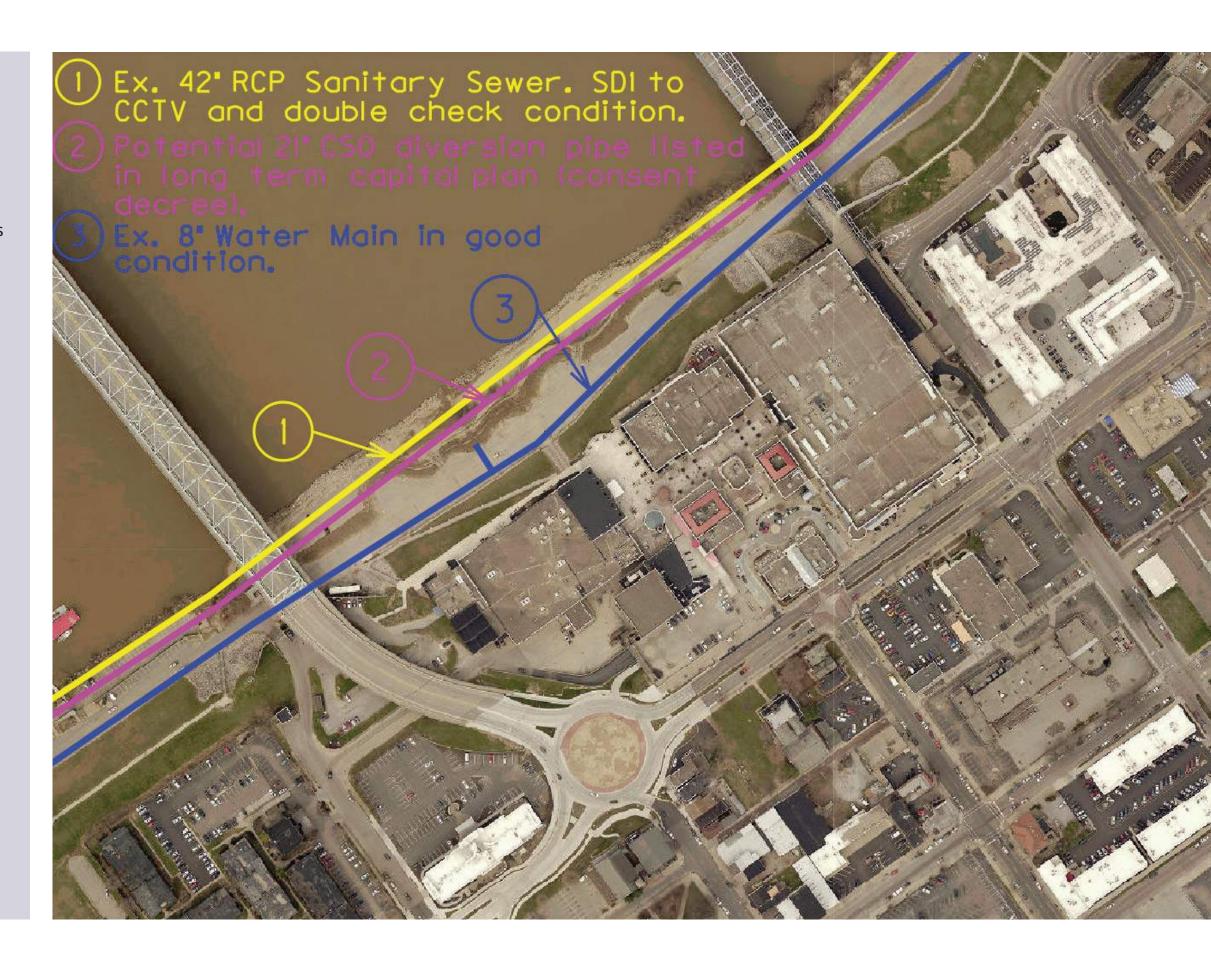


7. Playground / Play Features

Existing Utility Coordination

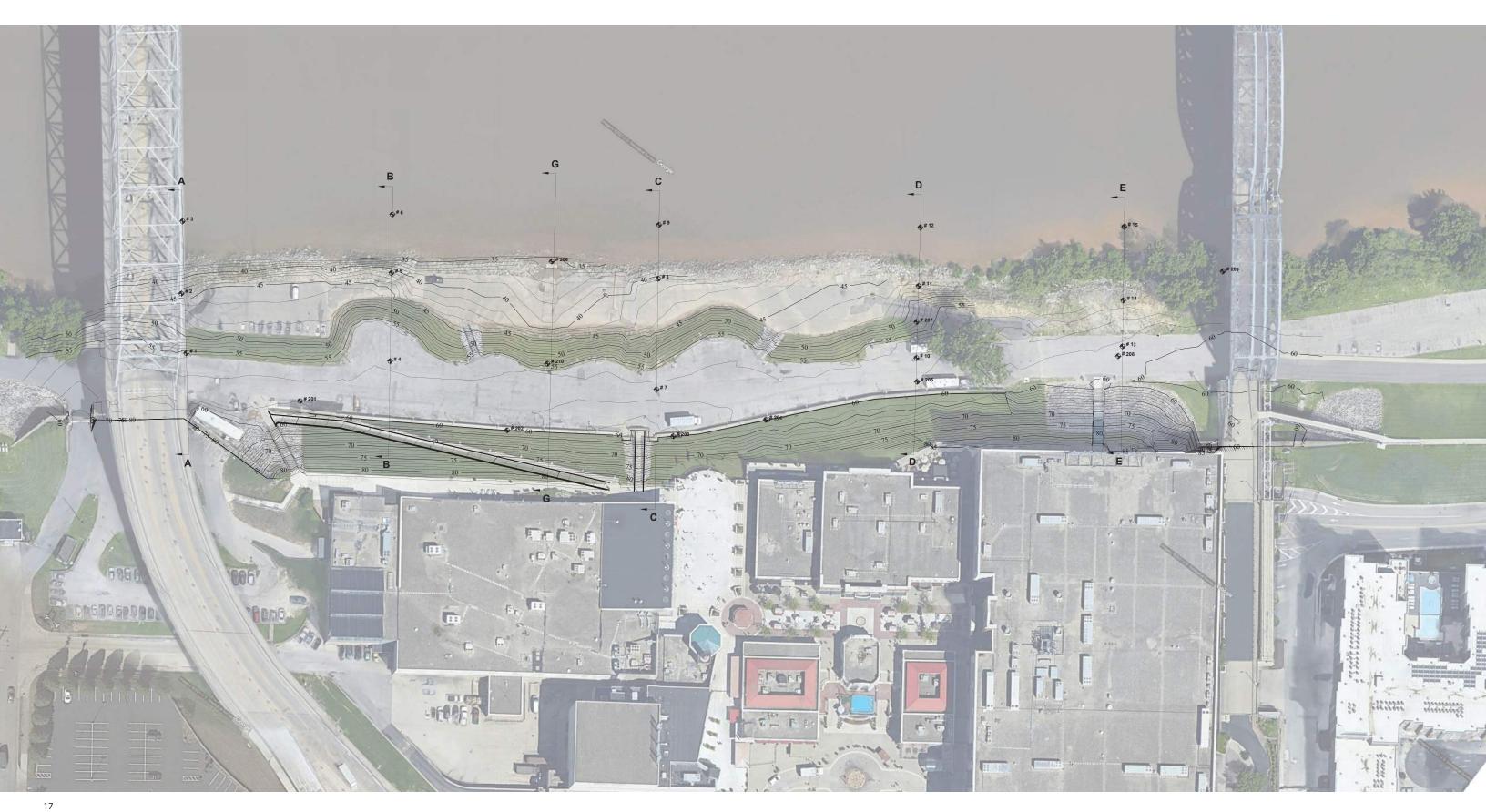
Utilities Analysis

- No cut in utilities area.
- Need coordination during design of space for new diversion pipe.
- Need coordination on electric services for programming items and vendors (how to water proof electric services during flooding.
- Overall no large hurdles for utility services in this space.



Geotechnical Overview

Soil Analysis



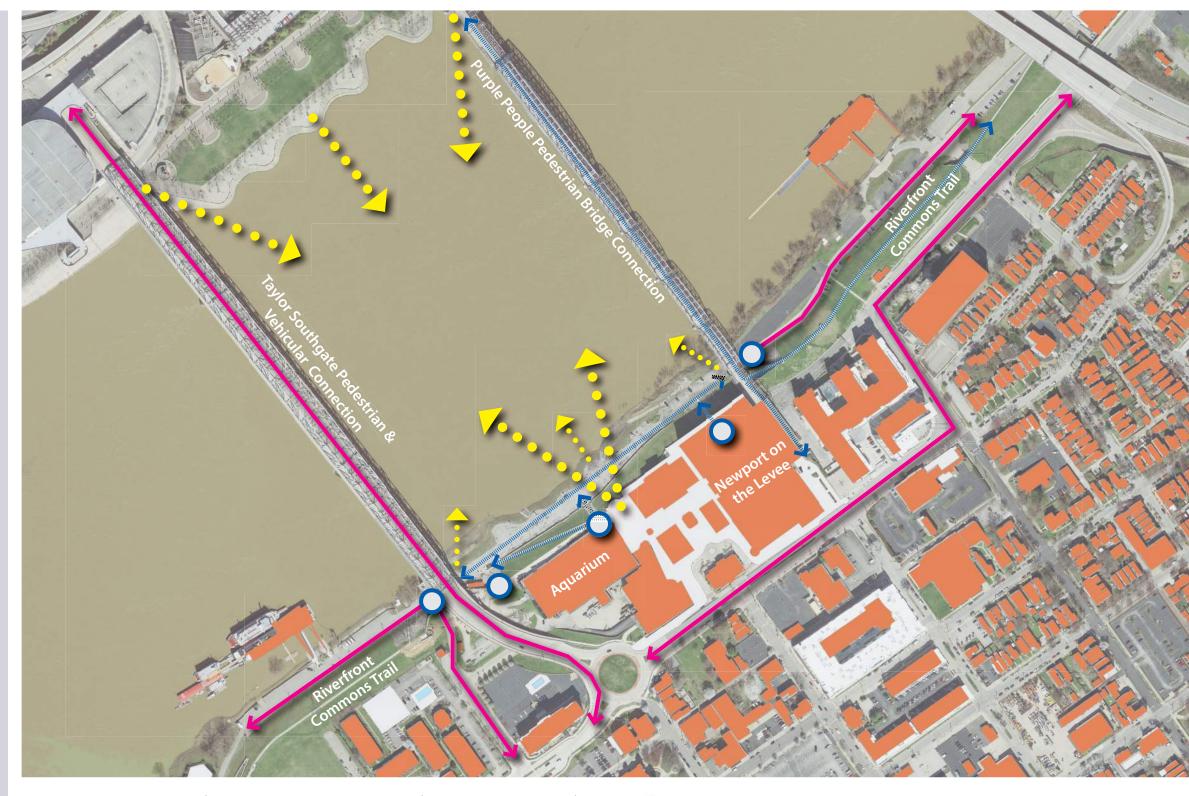
Flood Level & Siltation Analysis

Circulation Analysis

- Vehicular circulation to continue in this space, needing 20-24 foot wide area.
- Vehicular travel only during programed times in this space.
- Requirements for multi-use path and placement.
- Access from Newport on the Levee to have strong connection with existing 3 connection areas.
- Pedestrian connection under bridge opportunity for further development.
- Need for ADA connections to all program spaces
 new design to incorporate multiple elevation areas that will need connection.

View Shed Analysis

- Strong visual connection from Newport on the Levee.
- Best views from east side of site near Purple People Bridge. Opportunity for overlook and shade area.
- Opportunity for view from across the river. Views from existing bridges and serpentine wall to have significant eyes on Newport.











Flood Level & Siltation Analysis

ELEVATION LEVELS

Normal Water Pool Level ~ 24.6'

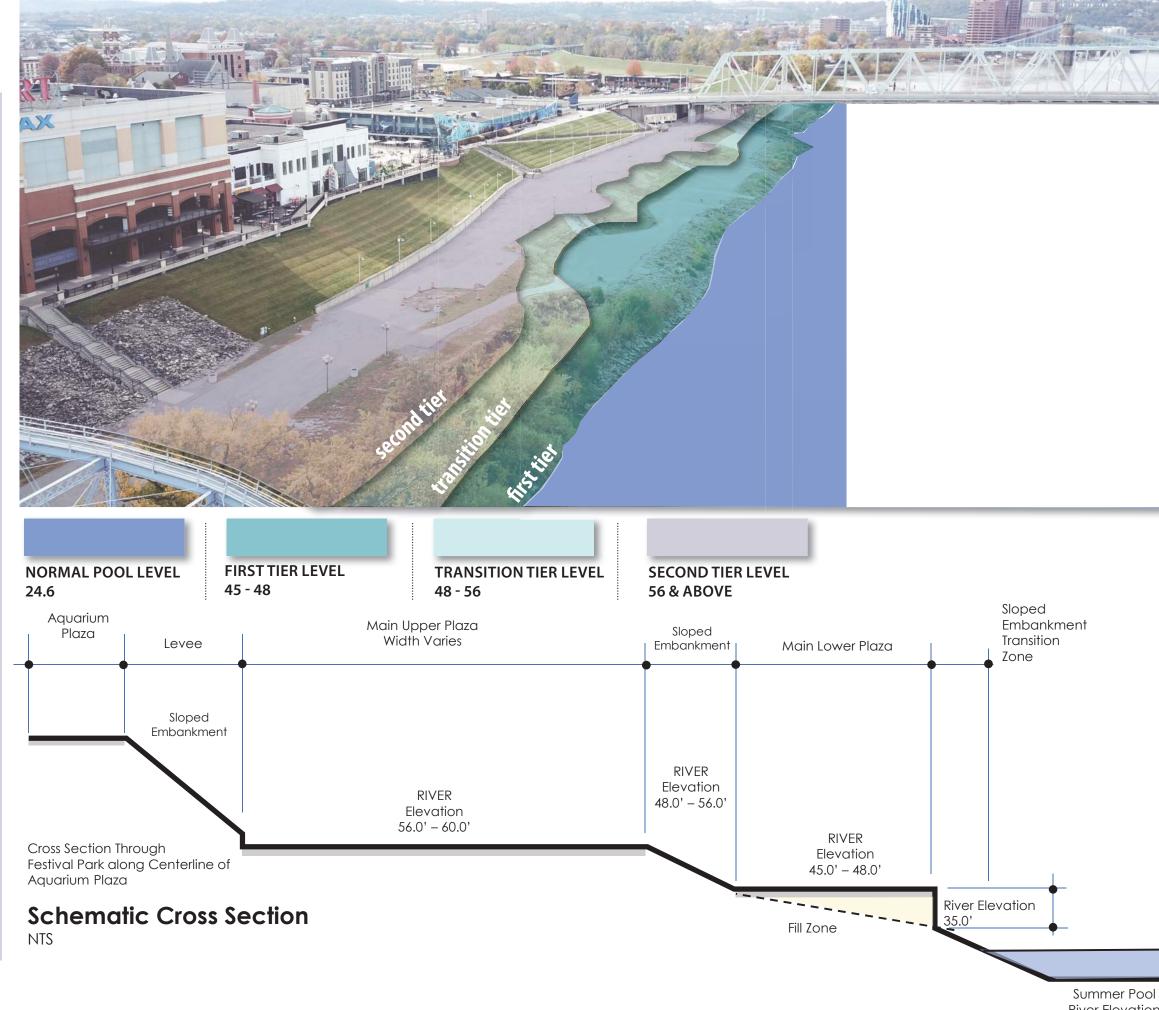
First Tier ~ 45-48'

Transition Tier ~ 48-56'

Second Tier ~ 56-60'

OF OCCURENCES IN TIME FRAME

	Second Tier	Transition Tier	First Tier
1858 to 2020	51	142	163
2011 to 2020	2	12	15
2001 to 2010	1	6	8
1991 to 2000	3	9	10
1981 to 1990	0	7	9
1971 to 1980	2	10	11
1961 to 1970	6	11	12
1951 to 1960	3	8	9



Concept One: Main Street

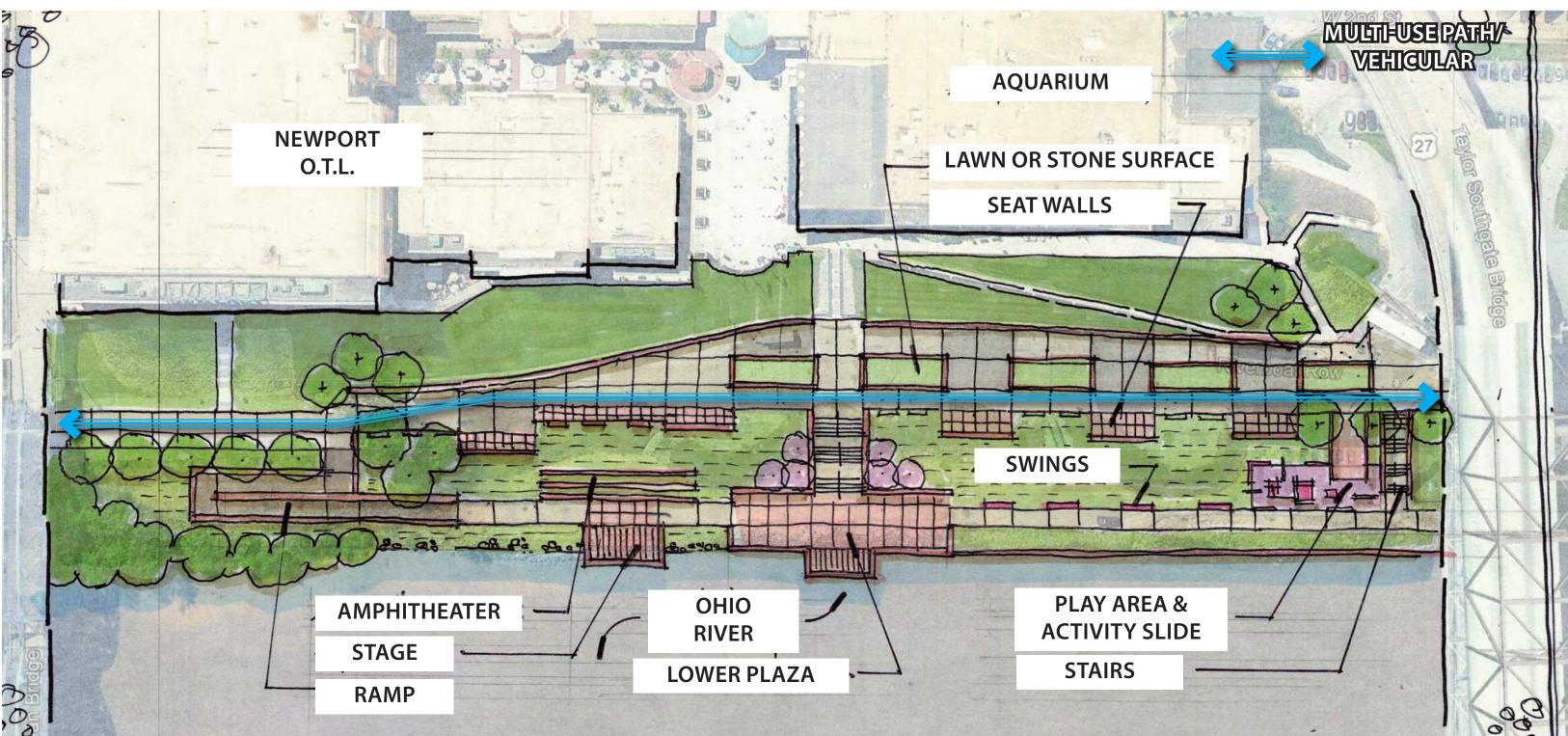
Concept Breakdown

As the primary community gathering place for festivals and special events, and an active corridor for vehicular and pedestrian circulation, this concept explores the idea of "Main Street" as a narrative. The concept would provide activity "lanes" through the upper plaza which would be suitable for vendor setup and large group gatherings. A central "boulevard" or "islands" of greenspace and activity areas highlight the design. The lower plaza becomes a "promenade" or "boardwalk" along the rivers edge.









Concept Two: Terraces

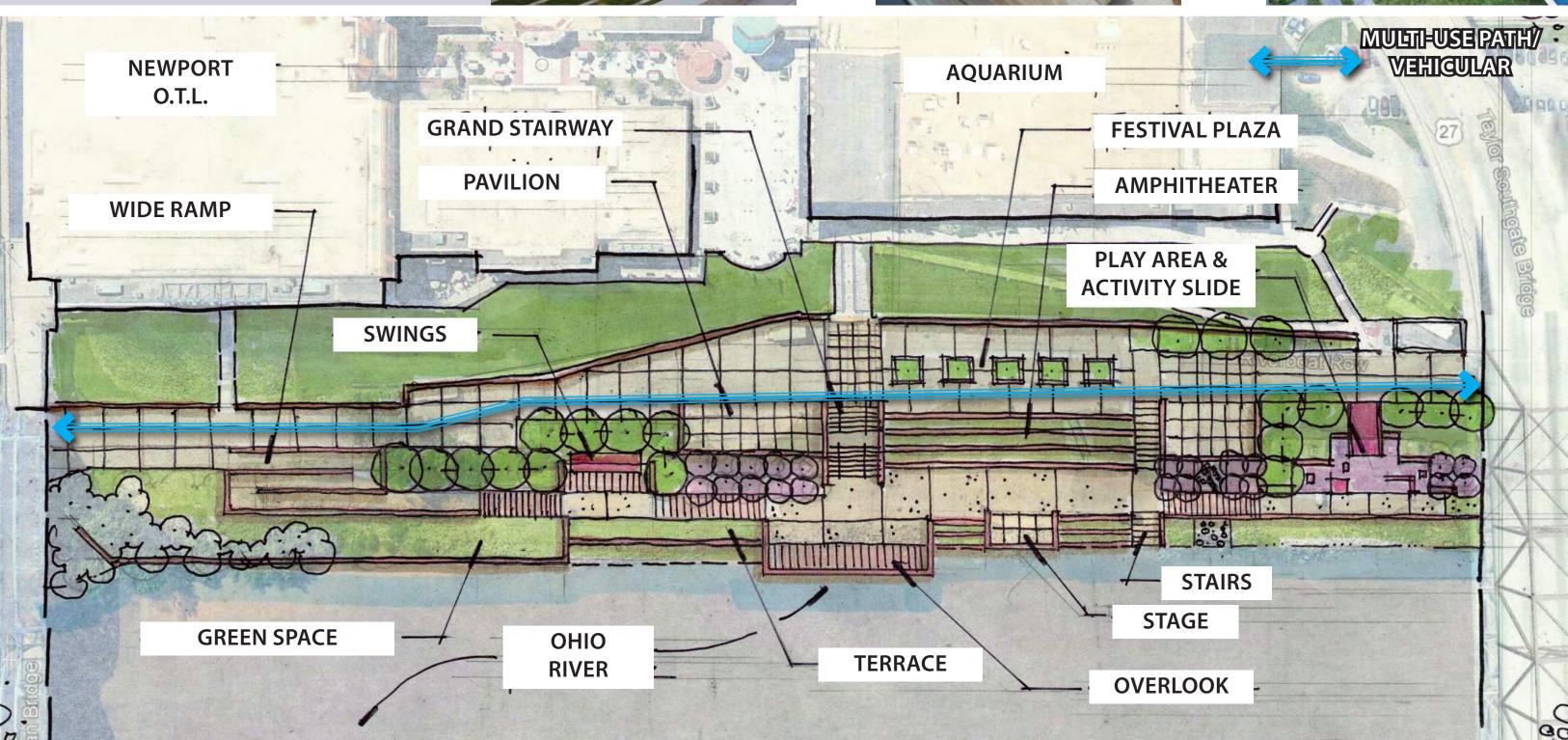
Concept Breakdown

Much the way a wharf or dock is developed at an active port of call, the terrace narrative explores the idea of creating multiple levels of engagement along the rivers edge. The various elevations offer a variety of views and levels for both large gatherings and smaller groups. The geometry reinforces the idea of Festival Park becoming the "front porch" of Newport.









Concept Three: Flow

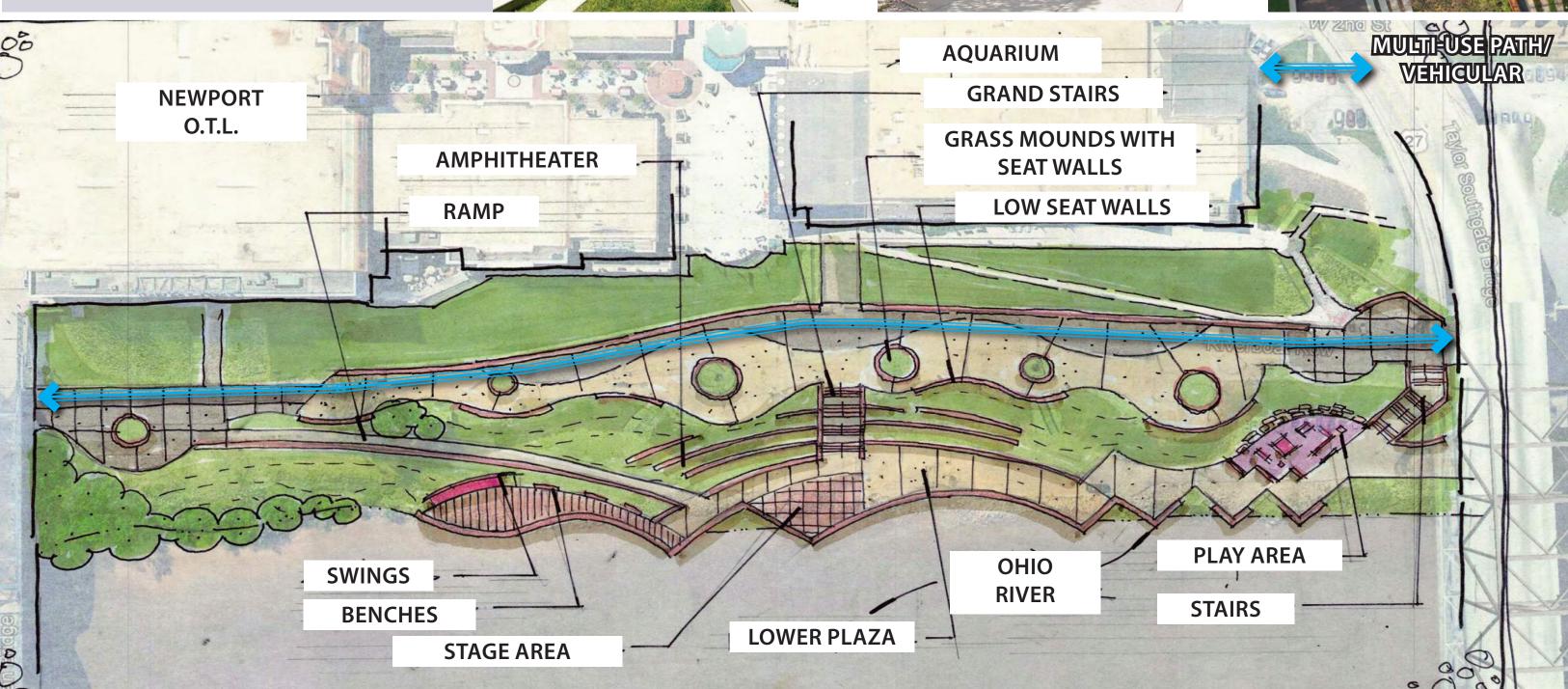
Concept Breakdown

As the river meanders along the Kentucky/ Ohio border, the shapes and forms of "islands" and "eddies" take on a natural curvilinear form. This concept is built upon the existing land forms and embankment and enhances the narrative of flowing water. The natural forms embrace the existing slopes and gently carve out open plazas, green islands and gently projecting overlooks.









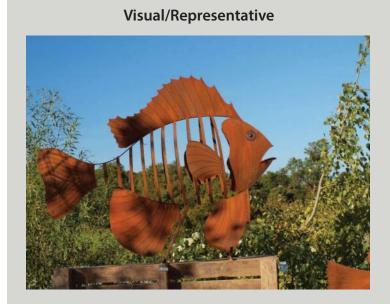
Character Images and Programing Sculptural





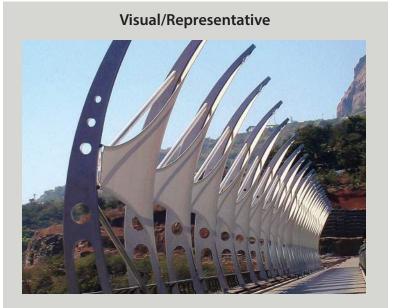












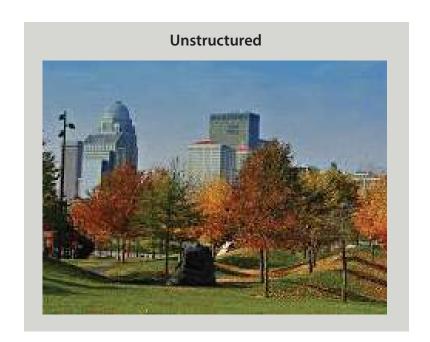


Play and Water







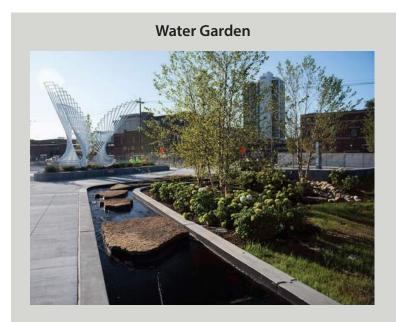










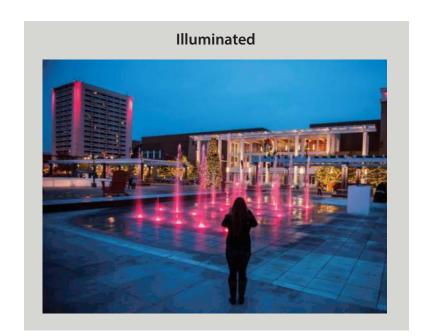


Fountains & Lighting

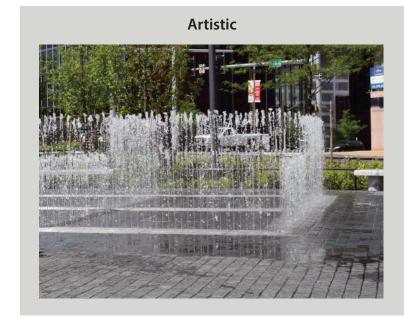


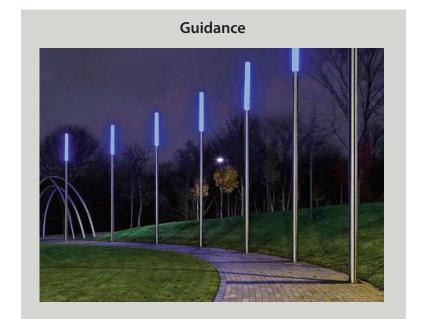




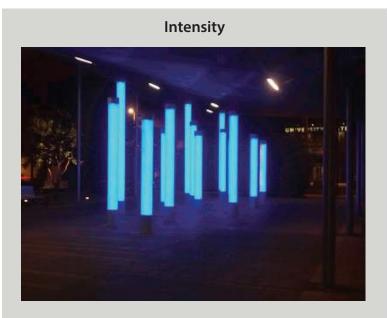












Pavilions & Shade Structures

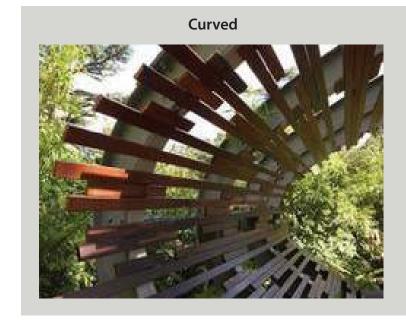












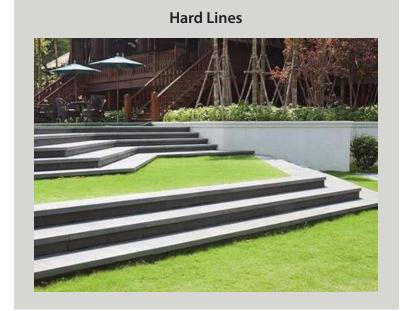






Seating & Swings











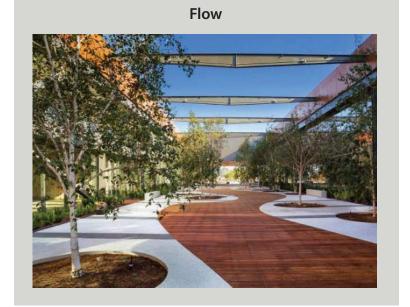


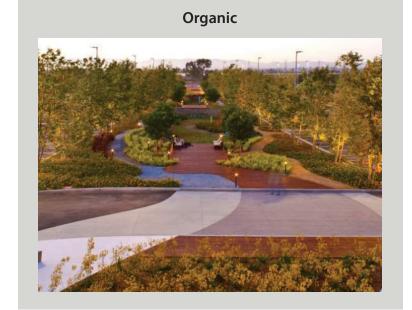












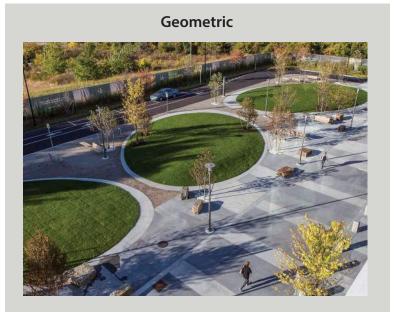














Miscellaneous Amenities









